

SOLO CHALLENGE (SC)

WARGAME SUMMARY:

Solo Challenge (SC) is the capstone wargame of the Air War College (AWC) academic year and includes the themes of leadership, doctrine, strategy, political/military affairs, joint/combined warfare, air and space power and technology. It provides AWC students with the opportunity to demonstrate their ability to translate national-level decisions into operational-level action. During SC, participants are forced to manage ongoing global crises and a homeland security scenario, while confronted with projected limits on force structure and overseas basing. This wargame is conducted at the unclassified level.



OBJECTIVES/PURPOSE:

Each student will synthesize the principles, concepts and processes taught in the AWC curriculum and apply them during a strategic and operational-level wargame. The objectives include:

- a. Understand the national planning systems and process in relation to crisis action decision-making at the strategic and operational level.
- b. Examine courses of action that integrate diplomatic, military, informational and economic methods.
- c. Analyze US interests and evaluate potential courses of action and their likely impact on American interests.
- d. Analyze regional political situations, including economic, religious, cultural and historical factors.
- e. Internationally, be prepared to work in a coalition environment.
- f. Address war termination issues and factors that convert military victories into political successes.

GENERAL INFORMATION:

- a. Wargame Sponsor: Air War College, AWC/CC, Maxwell AFB AL.
- b. Warlord: Col Mac Sikes, Air War College, AWC/DFW, Maxwell AFB AL, DSN: 493-8116.

- c. Wargame Director: Lt Col Ron Sweat, Air Force Wargaming Institute, CADRE/WGOO, DSN: 493-6169.
- d. Contractor Lead: Mr. Davis Cooper, Air Force Wargaming Institute, CADRE/WGOO, DSN: 493-6556.
- e. Participants: AWC students are the wargame participants, with AWC faculty acting as mentors and respective national leadership.
- f. Frequency and Duration: Solo Challenge is conducted annually at the end of the academic year. The exercise, including training and preparation, covers 10 days.
- g. Wargame Location: Students play this wargame at the Air Force Wargaming Institute.
- h. Supporting Models and Simulation Tools: Accelerated Combat Timeline (ACT), ForceView, Joint Educational Mobility Model (JEMM) and Decision, Support and Information Management System (DSIMS) facilitate wargame execution.

WARGAME EXECUTION:

Solo Challenge begins with four days of crisis action planning followed by four days of campaign plan execution. The wargame is divided into five separate and independent worlds. Each world is comprised of five student cells: a political, a military, a functional command and two regional cells.

WARGAME DATES:

30 April – 9 May 2003.